Up and down,
faster and faster,

HULA HOO!

keep on
hooping!

Contents

- 36 cards, valued 1 to 6
  (6 copies each)
  36 cards, valued 8 to 13
  (6 copies each)
  12 cards valued 7 (joker)
- this rulebook

Players: 2 - 6
Ages: 8 years and older
Playtime: 10 to 20 minutes

Pen and paper not included.

THE STORY SO FAR

It's time for the world hula hooping championships! Animals from across the world are ready to show off their skills. Hula hoops rise and fall in an endless ballet of colors. Anyone who lets their hoop fall to the ground is eliminated from the current round. Whoever can hula hoop longer and more skillfully than the others will take home the trophy!

GOAL OF THE GAME

The first player to get rid of all their cards, or cause their opponents to forfeit, gains points for the current round. The player with the most points at the end of the game wins!

SETUP

- Choose a player to keep track of points at the end of each round.
- The oldest player shuffles all the cards, then deals 10 cards to each player. The first 5 cards make up their hand (dealt face down), the other 5 are placed in front of each player (dealt face up).

- Make a face down deck with the rest of the cards and place it in the center of the table.
- **Exchange phase:** each player can exchange up to 3 of their face up cards with the same number of cards from the deck. Exchanged cards are put on the bottom of the deck.

GAMEPLAY

The player to the left of the dealer is the first player. They choose one of their cards (face up or face down) and place it in the center of the table. This card is the start of the discard pile for future turns. Finally, they say "higher" or "lower," meaning the next player must play a card valued higher or lower than the current card. On their turn, the player in question will choose the restriction for the following player, either "higher" or "lower." Gameplay continues clockwise.

Example

- You play a 4 and say "higher." The player to your left must play a card valued 5 or higher.
- You play a 4 and say "lower." The player to your left must play a card valued 3 or lower.

▶ Doubles

Instead of playing a higher or lower card, you can also play a card with the same value. If you do, you must say "double," then draw a card from the deck and add it to your hand. From this point on, all players must also play a double (a card with the same value as the previous card), then draw a card from the deck. This continues until one player cancels the doubles.

▶ Canceling doubles

There are two ways to cancel doubles:

- Play a card that is valued exactly +1 or -1 than the doubled card, or
- Play a joker (see below).

Example

10 doubles can be canceled with a 9, 11, or joker. When playing the card that cancels the doubles, you must still say "higher" or "lower."

▶ The Joker (7)

This is the strongest card in the game, because:

- it can be played at any time, and
- it lets you cancel doubles.

Since the double is now canceled, this means that you must still say "higher" or "lower" and you do not draw an extra card, even if you were doubling another joker.

▶ Playing with limits

You are allowed to play a 13 and say "higher" or play a 1 and say "lower." In either case, the next player must play a double or a joker.

If they can't do either, they pass their turn and are eliminated.

▶ Passing your turn

If you cannot play a card, you must pass and reveal your hand. You are eliminated from this round. The previous restriction ("higher," "lower," or "double") is still in effect for the next player.

Example

- Player A plays a 5 and says "lower."
- Player B plays a 3 and says "lower."
- Player C plays a 3 and says "double," then draws a card.
- Player D plays a joker (7) and cancels the double, then says "higher."
- Player A plays a 13 and says "higher."
- Player B has no 13 or joker, so must pass. They reveal their hand and are eliminated.
- Player C plays a 13 and says "double," then draws a card.

End of the round

- The first player to have no cards in hand wins the round. The last card played cannot be a joker.
- Otherwise, the last player still in play (not eliminated) wins the round. In this case only, the last card played can be a joker.

Example

There are only 2 players left in play. Player A has 3 cards in hand. They play a joker and say "lower." Player B only has cards with a higher value and no joker. They must pass, so player A wins the round!

Final scoring

- The winner gains 1 point for each card in the discard pile.
- Track points on a piece of paper and add the totals after each round.
- Gather all the cards and follow the setup instructions again.
- The player to the left of the winner becomes the new first player.

END OF THE GAME

The first player to reach 77 points (or more) wins the game and is named the HULA-HOO champion!

Variant: the first player to win 3 rounds in a row wins the game!

Chaotic variant for experts

- Deal 10 cards face down to each player. Take these cards in hand and choose 5 to place in front of you face up.
- You cannot exchange cards with the deck.
- Do not play in clockwise order. The active player chooses who must play with the "higher," "lower," or "double" restriction.
- If the chosen player is eliminated, the active player chooses another player and can even change their restriction. For example, they can change their "higher" to be "lower" for the next chosen player.

Advice: Use these chaotic rules separately or together, in whatever combination you like. But most importantly… **have fun playing HULA-HOO!**

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